

TIMBERCO PRIMARY NORTH SMASH SOFTABALL RULES

SUMMARY OF CHANGES

Schedule of play	Teams will now be required to take part in pre-game skills beginning at 5:15pm - Drills/skills to be provided by TCA - A demonstration day will be held by TCA to assist coaches (day/time TBC)
Team Composition	Recommended team size is 6 players per team. Maximum of 8 is permitted
Pitch Length and Surface	Pitch length has reduced from 14 to 12 metres (stump to stump). Artificial surface is recommended for play quality
Boundaries	Boundaries have been removed from SoftaBall Cricket – encouraging continuous play and involvement.

PREPARE TO PLAY

Team Composition	6-8 players per team - Boys & Girls • Recommended 6 players per team for any given game. Any team that cannot field 6 players within 15 minutes after the scheduled start of play defaults (loses) the game. Maximum of 8 players per team is permitted. Must talk to TCA if there is more than 8 on any given day.
Suggested School Year Level	Smash Play Softa Ball - Year 3 to Year 6 (7 to 10 year olds) Intro to Softa Ball - Year 3 & 4
Graded Teams	Yes. Grading of teams to be determined by each Club/School. If a club/school has more than one team in the same grade both teams should be comparable in ability.
Hours of Play	FRIDAY'S 5:15pm to 7:30pm
Schedule of play	5:15pm to 5:30pm – Skill focused drills (Provided by TCA) 5:35pm to 7:30pm – Match Play
The Toss	Made at 5:20pm by the home team. If a team is not available to toss at 5:20pm they will be deemed to have lost the toss.
Length of Innings	4 overs per pair (16 overs maximum – 12 overs minimum). 5-minute change over between innings
Pitch Type Length	12 meters pitch length (stumps to stumps) - Artificial pitch recommended – Mown Grass strip is acceptable under TCA's discretion.
Boundaries	N/A - all runs must be run.

Declarations	Not allowed.
Weather affected matches	If the team batting second does not have the chance to face the same number of overs as the team batting first the game will be deemed abandoned.
Coach/Manager input during play	Some guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions. Coaches refer to the Code of Conduct.
EQUIPMENT	
Ball	Kookaburra Softa Ball (wonderballs). The ball does not have to be new, however coaches must agree it is fit for play. A new ball can only be taken at the start of an innings.
Helmets for batting/wicket keeping	None required as using a modified ball (Softa Ball).
Equipment Guide	• Score book • 2 balls • 2 bats (plastic or wooden) • 2 sets of stumps and bases • Chalk/tape to mark reduced pitch length & crease marks • Tape measure or a pre-measured string Players are encouraged to wear school or club-coloured clothing and hat and may choose whether to wear white or black pants.
THE GAME	
Batting	‘PAIRS CRICKET’ • Each batting pair will bat their 4 over allotment. • All balls, including wides and no balls will be added into the batters ball count. • If a batter gets out, the batters change ends, 3 runs will be added to the opposition (bowling team’s) total. • The team batting 2nd will bat their entire allotment of overs as its pairs cricket.
Dismissals	Unlimited dismissals - bat out your overs as a pair. LBW’S - NO Stumpings - YES Five ways to get out: Bowled, Caught, Stumped, Run Out, Hit Wicket. • If a batter gets out during his/her 4 over allotment, the batters simply change ends and 3 runs will be added to the opposition (bowling team’s) total.
Bowling	• All bowling is to take place from one end only • All overs are 6 ball overs (No balls and wides are NOT rebowled) • Bowling directive for bowlers; - All 6 or 8 players are to have a minimum of <u>2 overs</u>. No player may bowl their 2nd over until all bowlers have bowled an over. - All players are to have a maximum of 3 overs. - Every player bowls an equal number of overs where possible. Bowlers can bowl underarm or overarm, depending on ability, but should be actively encouraged to try and bowl overarm. • To keep the game fast-paced, bowlers run ups should not exceed 8 meters from the stumps. • Where there are more than 8 players in one team, any player who is not named in the batting 8 must bowl. For example, if there are 10 or 11 players in the team.

No balls and wides	No balls and wides are NOT rebowled. - Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball. - Umpires must agree wide lines before the start of play and if possible, mark them. - There shall be no restriction on the number of wides or no-balls which may be called in an over.
Double bounce rule	Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces twice, or rolls along the ground before reaching the popping crease.
Fielding	Fielding positions rotate after every over. Fielders must be a minimum of 10m away from the batters. (Exclusion zones can be marked out to help kids keep their distance).

GAME RESULTS	
Scoring the Game	You are more than welcome to score the game for your team. There is no requirement to submit any results into PlayHQ
Points Allocation	There will be no competition points rewarded for winning or losing. A winner may be deemed on the day; however, this will not count towards an overall competition points system. The focus is on fun, development, and participation , not winning.
Ground Preparation at Neutral Venues	Whenever a pool play game/play-off game or final is held at a neutral venue the team designated on the draw as the "home" team is responsible for ground preparation. This includes: - Marking a 12 metre pitch - Setting out stumps These markings must be temporary (i.e. masking tape or chalk) and be removed at the end of the game. Each team is responsible for providing their own set of stumps, bails or self-standing wickets.

REMEMBER: Children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

COMPLAINT/PROTEST PROCEDURE

Any complaint or protest for breach of game rules or competition rules must be submitted on the Junior Code of Conduct - Report Form (go to www.taranakicricket.co.nz under Junior, Rules) by email to jordan@taranakicricket.co.nz within 48 hours of the incident or issue occurring. Where possible the issue will be considered within 48 hours of receiving the complaint and a response provided in writing.

Any queries or issues regarding any matter concerning the Taranaki Junior Cricket competitions should be directed to:

Jordan Gard
Community Development Coordinator - Taranaki Cricket
Email: jordan@taranakicricket.co.nz

